

Wright State University

CORE Scholar

Pride and Prejudice: The Bicentennial

Pre-conference Materials, Posters, and
Ephemera

Oct 10th, 12:00 AM

The Game of Whist

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Picking Players and Teams

1. Each player draws a card from the shuffled deck. The two (2) players with the **HIGHEST** cards are one team. The two (2) players with the **LOWEST** ranking cards are the second team.
2. The team with the **LOWEST** ranking cards may choose in which seats they would like to sit. **HOWEVER**, team members on each team must sit **OPPOSITE** each other.

*“I know little of the game at present,”
he said,
“but I shall be glad to improve myself.”*

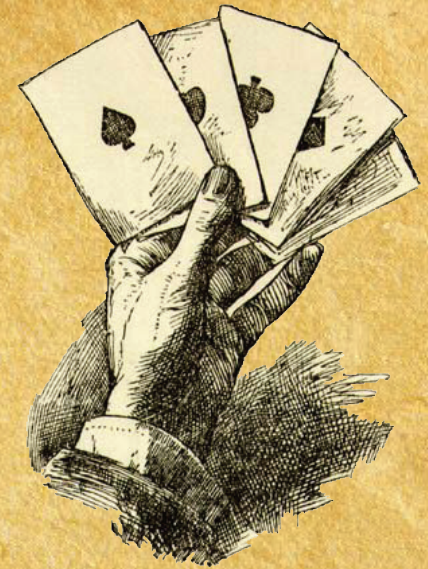
Scoring and Winning

1. Both players on each team add their Tricks together for their team's winnings.
2. The team with the **MOST** Tricks has won the first round.
3. To calculate each team's points, subtract six (6) from both team's Tricks. This shows the amount of points that team has.

Example:

If team A has nine (9) Tricks and team B has four (4) Tricks, **SUBTRACT** 6 from **BOTH** teams. Team A now has 3 **POINTS** and team B has zero (0) **POINTS**.

4. The team with five (5) or more **POINTS** wins!



! WARNING !

1. Players are **NOT ALLOWED** to talk in any way with each other regarding their cards, in either the positive or negative. So no saying “I don’t have anything good,” or “This is my best hand yet!”
2. Team members are **NOT ALLOWED** to speak to one another during the game, especially about how many points each has or what type of cards each has.
3. Betting is **NOT ALLOWED**!

A K Q J 10 9 8 7 6 5 4 3 2

A K Q J 10 9 8 7 6 5 4 3 2

A K Q J 10 9 8 7 6 5 4 3 2

Playing

1. The player to the **LEFT** of the Dealer shuffles the deck.
2. The player to the **RIGHT** of the Dealer cuts the deck.
3. The Dealer deals thirteen (13) cards, one at a time, to each player. The last card goes to the Dealer, **FACE UP**, and is called the Trump Suit Card or just Trump.
4. The player to the Dealer's **LEFT** begins the game. Place any card face up in the middle of the table.
5. Moving **CLOCKWISE**, each player puts down a card of the **SAME** suit as the first player's card. If a player does not have the suit in play, they may play any suit.
6. The player that plays the highest-ranking card wins all the played cards; this is called a Trick.
7. A player automatically wins the Trick if they play a Trump card. If more than one player plays a Trump card, the highest-ranking card wins the Trick.
8. The player who won the last Trick begins the next Trick.
9. Continue this until all cards have been played.

A K Q J 10 9 8 7 6 5 4 3 2

Score Sheet

A K Q J 10 9 8 7 6 5 4 3 2

The Game Of Whist

By Ty A. Ozborn

*Pride and Prejudice: The Bicentennial
CELIA, Wright State University, 2013*



Required:

One 52 playing card deck

Four (4) players

One (1) Dealer

Pen and paper

A K Q J 10 9 8 7 6 5 4 3 2